

LIST OF CLAIMS / AMENDMENTS

Please amend claims 1 - 3, 5, 6, 8, 9, 14, 21, 23, 24, 28 - 35, 37, 39, 41, and 44 - 47 as shown herein.

Claims 1 - 35, 37, 39-41, and 44-47 are pending and are listed following:

1. (Currently Amended) A method for managing in a computer game a plurality of virtual items during computer game play, the method comprising:

indicating to a game player on a computer display during computer game play the plurality of computer generated virtual itemsobjects to be obtained as possessions by a computer generated representation of the game player from other computer generated representations, at least a portion of the plurality of virtual itemsobjects comprising attributes;

obtaining-collecting the plurality of virtual itemsobjects with the computer generated representation of the game player;

indicating on the computer display as being possessed by-with the computer generated representation of the game player at least a portion of the obtained-collected plurality of virtual itemsobjects;

filtering in the computer game the obtained-collected plurality of virtual itemsobjects based on their attributes; and

displaying on the computer display the filtered obtained-collected plurality of itemsobjects in the game inventory.

2. (Currently Amended) The method of claim 1, wherein further comprising:
indicating to a game player on the computer display during computer game
play the computer generated representation of the game player;
indicating on the computer display other computer generated
representations as characters in the game;
indicating on the computer display the obtaining of the plurality of virtual
objects with the computer generated representation of the game player; and
displaying the computer generated representation of the game player and
the other computer generated representation ~~is as a virtual game player an animated~~
character.

3. (Currently Amended) The method of claim 1, further comprising:
constructing a first and a second filter, wherein the first or second filter
determines virtual itemsobjects having a flag type attribute or an enumeration type
attribute; and
filtering with the first and second filter the obtained plurality of virtual
itemsobjects based on their attributes.

4. (Previously Presented) The method of claim 3, further comprising
constructing the first filter by the game player and constructing the second filter by
a game developer.

5. (Currently Amended) The method of claim 4, further comprising selecting
by the game player either the first filter or the second filter to obtain the plurality
of virtual itemsobjects based on their attributes.

6. (Currently Amended) The method of claim 1, wherein a plurality of itemsobjects included in the inventory are accessed using a plurality of filters, wherein each filter is used to select virtual itemsobjects having associated attributes that match different predetermined attributes associated with the filter.
7. (Previously Presented) The method of claim 1, wherein filtering is executed with one of the plurality of filters, and wherein certain ones of the plurality of filters include a queries that are defined by a player of the game, and other ones of the plurality of filters include queries that are defined by a game developer.
8. (Currently Amended) The method of claim 7, wherein only those virtual itemsobjects that satisfy a query that corresponds to the filter are selected by the filter.
9. (Currently Amended) The method of claim 8, wherein the virtual itemsobjects are displayed over an inventory management portion of the display.
10. (Original) The method of claim 8, wherein the query includes a structured query language (SQL) query.
11. (Original) The method of claim 1, wherein there are a plurality of filters, and each filter is indicated by a distinct inventory filter icon.

12. (Original) The method of claim 11, further comprising selecting a virtual item icon to display the virtual item corresponding to the virtual item icon.
13. (Original) The method of claim 1, wherein the filter is displayed as a portion of a user interface, further comprising the player at least partially defining the filter.
14. (Currently Amended) The method of claim 1, further comprising displaying virtual itemsobjects that include attributes that match predetermined attributes queried by a selected filter.
15. (Original) The method of claim 14, wherein a mouse is used to select the filter.
16. (Original) The method of claim 14, wherein a joystick is used to select the filter.
17. (Original) The method of claim 14, wherein a computer display button is used to select the filter.
18. (Original) The method of claim 14, wherein a computer display menu is used to select the filter.
19. (Original) The method of claim 1, wherein the filter is represented by a name.

20. (Original) The method of claim 1, wherein the filter is represented by a symbol.

21. (Currently Amended) The method of claim 1, wherein the virtual itemsobjects are indicated as being possessed using a displayed—virtual bag displayed on a screen the computer display, wherein the filtering is executed using a filter, and wherein an indication of the filter is displayed as part of the screen computer display displaying the bag.

22. (Previously Presented) The method of claim 3, further comprising: enabling the first filter to filter a first virtual item; and altering the attribute of the first virtual item to enable the second filter to filter the virtual item and to disable the first filter from filtering the first virtual item.

23. (Currently Amended) A computer game including a game display, the game display comprising:

virtual item icons indicating a plurality of virtual itemsobjects collected in a package—virtual bag by a computer generated representation of a game player during play of the computer game, at least a portion of the plurality of virtual itemsobjects comprising attributes, and

an inventory management portion, the inventory management portion further includes:

an inventory filter icon that can be selected to yield a selected inventoried package—bag display, the selected inventoried package—bag display displays one or more filtered virtual item icons, each displayed virtual filtered item icon represents

at least one of the plurality of collected virtual itemsobjects that includes the attributes filtered based on queries associated with the inventory filter icon.

24. (Currently Amended) The computer game of claim 23, wherein dragging one of the virtual item icon associated with one of the virtual itemsobjects to a different location on the game display with an input device alters the attributes of that virtual item.
25. (Previously Presented) The computer game of claim 23, wherein the game player defines the inventory filter icon.
26. (Previously Presented) The computer game of claim 23, wherein a game developer defines the inventory filter icon.
27. (Previously Presented) The computer game of claim 23, wherein the game display further includes a game screen where game action by the computer representation of the game player is being portrayed.
28. (Currently Amended) The computer game of claim 23, wherein the computer game is operative to search a plurality of itemsobjects for a game, and the apparatus displays only those itemsobjects that satisfies search criteria as set forth by the attributes filtered based on queries associated with the inventory filter icon.

29. (Currently Amended) The computer game of claim 23, wherein the game player provides attributes and selects itemsobjects based on the criteria using a user interface.

30. (Currently Amended) The computer game of claim 23, wherein the computer game highlights the attributes of certain desirable virtual itemsobjects to a player.

31. (Currently Amended) A computer readable medium comprising computer executable instructions which, when executed by a processor, causes the processor to:

indicate a plurality of virtual itemsobjects to be obtained as possessions by a computer generated representation of a virtual game player during the play of a computer game, at least a portion of the plurality of virtual itemsobjects comprising attributes;

collect in an inventory package the plurality of virtual itemsobjects with the computer generated representation of the game player;

select a filter to apply to the inventory package based on the attributes of at least one of the plurality of virtual itemsobjects that are used within the computer game; and

apply the selected filter to the inventory package based on the at least one of the attributes.

32. (Currently Amended) The computer readable medium comprising computer executable instructions of claim 31, further comprising constructing the filter.

33. (Currently Amended) The computer readable medium comprising computer executable instructions of claim 31, wherein a player of the game defines the filter.

34. (Currently Amended) The computer readable medium comprising computer executable instructions of claim 31, wherein a game developer of the game defines the filter.

35. (Currently Amended) The computer readable medium comprising computer executable instructions of claim 3031, wherein certain ones of the plurality of filters are defined by a player of the game, and other ones of the plurality of filters are defined by a game developer, and wherein the game player selects which of the plurality of filters are to be applied to the inventory.

36. (Cancelled)

37. (Currently Amended) An apparatus comprising:

a game server operative to couple with a plurality of game computers running a computer game, the game server at least partially including an inventory management portion that stores an indication of a plurality of virtual itemsobjects obtained as possessions in a virtual bag by computer generated representations of a plurality of game players during their play of the computer game, at least a portion of the plurality of virtual itemsobjects comprising attributes; and, the inventory

management portion further including a process for providing an inventory filter icon that can be selected by the plurality of game players to filter attributes of the plurality of virtual itemsobjects to yield a selected inventoried package, the selected inventoried package includes a process for indicating at least one virtual item icon to the game player, each indicated virtual item icon represents at least one of the plurality of the virtual itemsobjects that includes the attributes filtered as a result of at least one of the game players selecting the inventory filter icon.

38. (Cancelled)

39. (Currently Amended) The apparatus of claim 37, wherein the virtual itemsobjects are obtained as possessions by displaying the computer representations of the_game player capturing the virtual itemsobjects from computer representations of other_game players during the play of the computer game.

40. (Previously Presented) The apparatus of claim 37, wherein the game display further includes a game screen where game action by the computer representation of the game player is being portrayed.

41. (Currently Amended) The apparatus of claim 37, wherein the apparatus searches a plurality of itemsobjects for a game, and the apparatus displays only those itemsobjects that satisfy search criteria as set forth by the attributes filtered as a result of selecting the inventory filter icon.

42. (Cancelled).

43. (Cancelled).

44. (Currently Amended) The method as recited in claim 1 further comprising indicating on the computer display during play of the game the computer representation of the game player using one of the filtered obtained plurality of itemsobjects.

45. (Currently Amended) The method as recited in claim 1 further comprising exchanging one of the filtered itemsobjects with other game players for value.

46. (Currently Amended) The method as recited in claim 1 wherein the virtual itemsobjects are obtained as possessions by the computer generated representation of the game player from other computer generated representations of other game players.

47. (Currently Amended) The method as recited in claim 1 wherein filtering comprises querying the attributes selected from a group of queries comprising: determining virtual itemsobjects that are to be sold and/or bartered, determining virtual itemsobjects that are weapons against monsters, and determining virtual itemsobjects that are constructed of a particular material.